



Camera follows player 2D.

<https://youtu.be/cyZ-hKTzPJA>

Give the main camera this script:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

// Camera Follow the player 2D//
//by René Pol for the Script Library -2021- RP-Interactive.nl@//

public class CameraFollow : MonoBehaviour
{
    public float xMin;
    public float xMax;
    public float yMin;
    public float yMax;

    private GameObject ThePlayer;

    void Start()
    {
        ThePlayer = GameObject.FindGameObjectWithTag("Player");
    }

    void LateUpdate()
    {
        float x = Mathf.Clamp(ThePlayer.transform.position.x, xMin, xMax);
        float y = Mathf.Clamp(ThePlayer.transform.position.y, yMin, yMax);
        gameObject.transform.position = new Vector3(x, y,gameObject.transform.position.z);
    }
}
```

Make sure the player has a tag called Player. At start the camera will search for the player and focus on it. You can change the offset settings in the inspector's window so the camera knows where the minimum and maximum edges are while following the player.